The Indian Games of Skill Market Analysis and Forecast, 2016-2022

Description: The global digital gaming industry is an expanse of a host of industry verticals ranging from software providers to game developers and investment firms to media firms. India, being home to a population of over 1.3 billion, holds immense potential to grow exponentially in the digital gaming industry. The country has a very clear definition for skill based games and is home to numerous start-ups and early age companies offering real money card based games and fantasy sports. Moreover, there is a significant inclination observed in the youth towards fantasy sports and real money based online poker.

The report a meticulous compilation of the diverse gaming types played online in India, which qualify to involve a dominant portion of skills, instead of chance. In addition to a thorough analysis of the push and pull forces balancing the market dynamics, special emphasis has been laid on the opportunities and their relevance. The report further provides market estimate and forecast information for the key gaming types according to the scope along with the key growth enablers and market players for each type.

A comparative analysis of the key players for poker, rummy, and fantasy sports is also an important inclusion of the report. Furthermore, to understand the ecosystem, the various segments of the value chain are also analyzed in the report. To gauge the attractiveness of the market in greater depth, the report includes sections of comparative analysis, key revenue models, and porter’s five forces analysis.

The report involves a mix of 20+ companies chosen on the basis of their market developments, revenue generation and market share in the industry. The companies profiled in the report include Dream11, CricBattle Inc., Gaussian Networks Pvt. Ltd. (Adda52), Head Infotech India Pvt. Ltd. (Ace2Three), Play Games 24X7 Pvt. Ltd. (RummyCircle), Zynga Inc., NET Entertainment, and Innopark India Pvt. Ltd. (Classic Rummy) among others.

Key questions answered in the report:
- What are the macro factors which affect the market currently?
- Which factors are currently driving the India Game of Skills market and how will the impact change through the forecast period?
- What factors are currently challenging the India Game of Skills market and how can they be addressed through the forecast period?
- What are the key growth areas for the industry stakeholders (Opportunity Analysis)?
- What are the key deciding parameters for the popularity of different gaming types?
- What is the prevalent skill based gaming type and what is the market size for each of them?
- How will the mobile gaming market fuel the skill based gaming market in India?
- Who are the key players in the Indian Game of Skills market?

Contents:

Executive Summary

1 Report Scope and Methodology
   1.1 Market Definition and Scope
   1.2 Research Methodology

2 Market Dynamics
   2.1 Drivers
   2.2 Challenges

3 Opportunity Analysis

4 Industry Analysis
   4.1 Consumer Base Analysis
   4.2 Skill Based Gaming Ecosystem
   4.3 Revenue Model Analysis

5 Competitive Insights
5.1 Comparative Analysis (Card Based Games)
5.2 Comparative Analysis (Fantasy Sports)
5.3 Industry Attractiveness

6 Skill Based Gaming Market- Analysis and Forecast
6.1 Assumptions and Limitations
6.2 Market Overview
6.3 Card Based Games
6.4 Fantasy Sports
6.5 eSports
6.6 Other Games

7 Company Profiles
7.1 Amaya Gaming Group
7.2 CricBattle Inc.
7.3 Dream11
7.4 Gaussian Networks Pvt. Ltd. (Adda52)
7.5 Head Infotech India Pvt. Ltd. (Ace2Three)
7.6 Innopark India Pvt. Ltd. (Classic Rummy)
7.7 NET Entertainment
7.8 Plain Vanilla Games (QuizUp)
7.9 Play Games 24X7 Pvt. Ltd. (RummyCircle)
7.1 Playtech
7.11 Supercell (Clash of Clans)
7.12 Unibet
7.13 WYZ Games India Pvt. Ltd. (Pokabunga)
7.14 Zapak Digital Entertainment Limited
7.15 Zynga Inc.

8 Appendix

List of Figures
1 Indian Skill Based Gaming Market Share (%), 2015, 2019, and 2022
2 India Game of Skills Market-Opportunity Snapshot
3 Scope of the Report
4 Bottom-Up Approach
5 Top-Down Approach
6 Data Triangulation
7 Digital Gaming Market Revenue Generation Sources
8 India Game of Skill Market Ecosystem
9 Key Revenue Models
10 Product Benchmarking-Poker and Rummy
11 Product Benchmarking-Fantasy Sports
12 Porter’s Five Forces Analysis
13 India Card Based Gaming Market Size ($ Million), 2015-2022
14 India Fantasy Sports Market Size ($ Million), 2015-2022
15 Potential Revenue Generation Sources Through eSports in India
16 India Other Skill Based Games Market Size ($ Million), 2015-2022

Ordering:
Order Online - http://www.researchandmarkets.com/reports/3807842/
Order by Fax - using the form below
Order by Post - print the order form below and send to

Research and Markets,
Guinness Centre,
Taylors Lane,
Dublin 8,
Ireland.
Fax Order Form
To place an order via fax simply print this form, fill in the information below and fax the completed form to 646-607-1907 (from USA) or +353-1-481-1716 (from Rest of World). If you have any questions please visit http://www.researchandmarkets.com/contact/

Order Information
Please verify that the product information is correct and select the format(s) you require.

<table>
<thead>
<tr>
<th>Product Name:</th>
<th>The Indian Games of Skill Market Analysis and Forecast, 2016-2022</th>
</tr>
</thead>
<tbody>
<tr>
<td>Web Address:</td>
<td><a href="http://www.researchandmarkets.com/reports/3807842/">http://www.researchandmarkets.com/reports/3807842/</a></td>
</tr>
<tr>
<td>Office Code:</td>
<td>SCBRDFOZ</td>
</tr>
</tbody>
</table>

Product Formats
Please select the product formats and quantity you require:

<table>
<thead>
<tr>
<th>Quantity</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Electronic (PDF) -</td>
<td>USD 3799</td>
</tr>
<tr>
<td>Single User:</td>
<td></td>
</tr>
<tr>
<td>Hard Copy:</td>
<td>USD 4099 + USD 58 Shipping/Handling</td>
</tr>
<tr>
<td>Electronic (PDF) - Site</td>
<td>USD 5299</td>
</tr>
<tr>
<td>License:</td>
<td></td>
</tr>
<tr>
<td>Electronic (PDF) -</td>
<td>USD 6299</td>
</tr>
<tr>
<td>Enterprisewide:</td>
<td></td>
</tr>
</tbody>
</table>

* Shipping/Handling is only charged once per order.

Contact Information
Please enter all the information below in BLOCK CAPITALS

<table>
<thead>
<tr>
<th>Title:</th>
<th>Mr</th>
<th>Mrs</th>
<th>Dr</th>
<th>Miss</th>
<th>Ms</th>
<th>Prof</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Name:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Last Name:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Email Address: *</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Job Title:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Organisation:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Address:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>City:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Postal / Zip Code:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Country:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Phone Number:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fax Number:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Please refrain from using free email accounts when ordering (e.g. Yahoo, Hotmail, AOL)
Payment Information

Please indicate the payment method you would like to use by selecting the appropriate box.

☐ Pay by credit card: You will receive an email with a link to a secure webpage to enter your credit card details.

☐ Pay by check: Please post the check, accompanied by this form, to:
Research and Markets,
Guinness Center,
Taylors Lane,
Dublin 8,
Ireland.

☐ Pay by wire transfer: Please transfer funds to:
Account number 833 130 83
Sort code 98-53-30
Swift code ULSBIE2D
IBAN number IE78ULSB98533083313083
Bank Address Ulster Bank,
27-35 Main Street,
Blackrock,
Co. Dublin,
Ireland.

If you have a Marketing Code please enter it below:

Marketing Code:

Please note that by ordering from Research and Markets you are agreeing to our Terms and Conditions at http://www.researchandmarkets.com/info/terms.asp